Massachusetts Institute of Technology MAS PhD Terminal Degree

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Title : Introduction to Image Paths Generative: 2D Animation.
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Course Register: MAS.945
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Preface

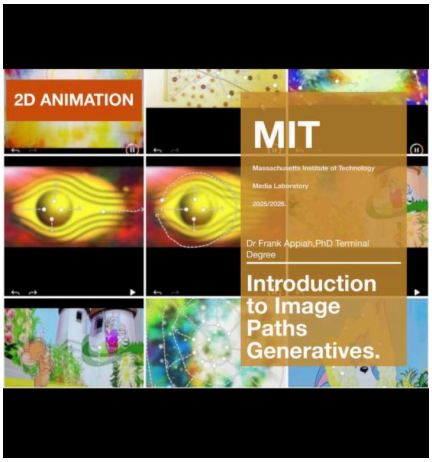
Animation is a method in which figures are manipulated to appear as moving images. In traditional animation, images are drawn or painted by hand on transparent celluloid sheets to be photographed and exhibited on film. Today, most animations are made with computer-generated imagery.

Source: wikipedia.org

Animation is the art of bringing life to an otherwise inanimate objects or illustrated 3D or 2D generated characters.

COMPUTER ANIMATION | CHARACTER ANIMATION | SHORT FILM | FILM ANIMATION | MOTION PICTURE

3

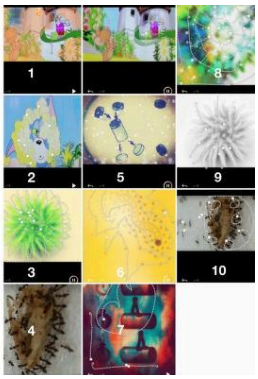


On understanding the intermedia animation with image-loop method using transition indexing approach. Image-Looping on photo-image, graphics object or graph figure creates a motion picture of still images with delayed seconds in between each frame. [12]

Grid View of 10 Image Paths.

1. This is a classic Tom and Jerry cartoon movie. Image was captured with a camera on TV during preview.
2. This image Jerry has a foamy face. Dotted paths are made on the face area.
3. This is an image of a virus. It's path is along the edges of the viral shape with some inner dotted paths.
4. This image is biologically inspired and it is made from a camera capture.

9



Summary

This work is about transition indexing and this describe sequences of animation with different framing. The transition indexing is a map of incremental index key and a sequence of image indexes. The incremental index key returns a sequence of image indexes. The image Loop is now a double process and can be termed Image Double Loop on Transitive Mapping.

References

1. Frank Appiah (2020). Youtube Media Incubator. https://youtube.com/channel/UCSbqfDM3YlkJaZLxKRInc-Q. Channel Name: Frank Appiah.
2. Image 1: Tom and Jerry (2017). Image Capture on Tv series.
3. Image 2: Tom and Jerry (2017). Image Capture on Tv series.
4. Image 3: Viral body. Web image objects.
5. Image 4: Ant swarm body. Video image recorded at home.
6. Image 5: Cylindrical volume and Tablets. Image capture from Physical Biology of the Cell by Rob Philips, Jane Kondev and Julie Theriot. Garland Science.
7. Image 6: Triple Clocked Feet. Image capture from Physical Biology of the Cell by Rob Philips, Jane Kondev and Julie Theriot. Garland Science.
8. Image 7: Superheat Core. Image Capture (2018). Physic Book.
9. Image 8: Electrostatic Fields. Image Capture (2018). Physic Book.
10. Image 9: Colour Balls Duck. Web Image Capture from Friends Facebook Page.
11. Ramsaye, T. (1926). The Motion Picture. *The ANNALS of the American Academy of Political and Social Science*, *128*(1), 1-19. https://doi.org/10.1177/000271622612800101 (Original work published 1926)
12. Frank Appiah . On Intermedia Animation By Transition Indexing Methods In Pseudocode. *TechRxiv*. August 02, 2021.

58